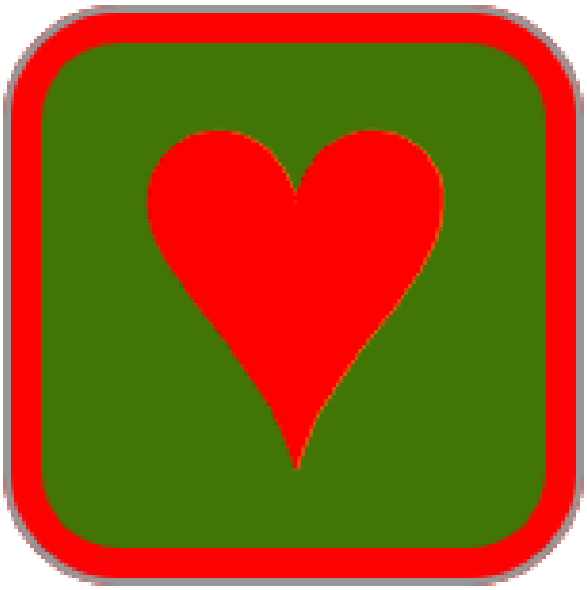


MyBridgeBSP User Manual

This document is downloadable from

www.mybridgetools.com

About MyBridgeBSP

The My Bridge Bidding and Scoring Pad (MyBridgeBSP) is designed to keep track of bidding and scoring during a game of Bridge. The User Manual can be downloaded free and the app itself can be downloaded for a small fee from your App Store.

Sven Eriksen

My Bridge Tools

My Bridge Bidding and Scoring Pad User Manual V1.2

Thank you for downloading the My Bridge Bidding and Scoring Pad (MyBridgeBSP) User Manual. This document contains brief explanations, instructions and recommendations about the MyBridgeBSP app for use on an iPad. See also Appendix A for iPad setup.

What is MyBridgeBSP?

MyBridgeBSP is a Bridge app for use on an iPad tablet computer. It does not play Bridge with you. It is an administrative tool keeping track of the bidding and scoring for you. It is aimed at social Bridge players who like to play the game in the comfort of their own homes with friends and family. MyBridgeBSP can be downloaded for a small fee from the Apple App Store.

Practicalities

1. Place the iPad in the middle of the Bridge table.
2. Leave it in this fixed position for the entire duration of your Bridge session.
3. Please resist the temptation to change the physical orientation of the device.
4. Press the MyBridgeBSP icon, press the Start button and follow instructions on screen.
5. Deal the first hand of cards and enjoy the game whilst allowing MyBridgeBSP to assist.

How to Get Started

The initial screen displays the above and provides access to three buttons.

Press or tap the “Please Explain” button to see a short summary of the kind of useful assistance provided by MyBridgeBSP.

Press or tap the “About My Bridge” button if you want more information about this and other tools related to the game of Bridge. This will take you to www.mybridgetools.com/apps page.

Press or tap the “Start” button to proceed to the “Score Sheet Selection” screen.

Setting up the Score Sheet

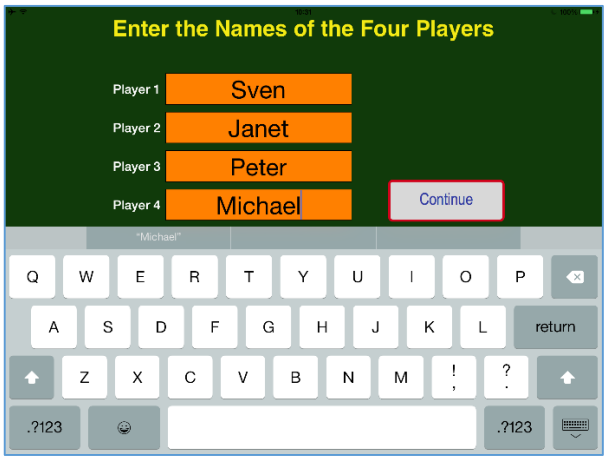
The app can create new score sheets or use previously saved ones. The “Score Sheet Selection” screen presents you with two options:

1. If you have no saved score sheets or wish to set up a new one, press “Create New Score Sheet” button. You will then be prompted for the names of the players, your preferred partnership configuration and the position of the dealer, before progressing to the first bidding screen.
2. If you wish to continue a previously saved incomplete score sheet, select from the list of saved score sheets. The app picks up already available data such as player names, partnership configuration, score status, etc. You will be told who is the next Dealer and the first bidding screen will be displayed. If you wish to see the current status of scoring, press the “Show Scores” button to display the selected score sheet for perusal. Press the “Hide Scores” button to return to the first bidding screen.

You are now all set to go.

Entering Player Names

If you pressed the "Create New Score Sheet" button, the app will prompt you for the names of the four players. The names can be entered via the on-screen keyboard in lower case and in any order, but at least two characters must be entered for each player. The initial letter of each player name will automatically be capitalised. You can use the Return key to move to the next field or you can touch it on screen. The "Continue" button will remain disabled until the fourth player name has been entered. Here is an example:



Selecting Partnership Configuration

After the player names have been entered the app needs to know how the players wish to form partnerships. There are three possibilities to choose from for each Rubber. Here is an example:

Select Partnership for this Rubber
Sven & Janet versus Peter & Michael
Sven & Peter versus Janet & Michael
Sven & Michael versus Janet & Peter

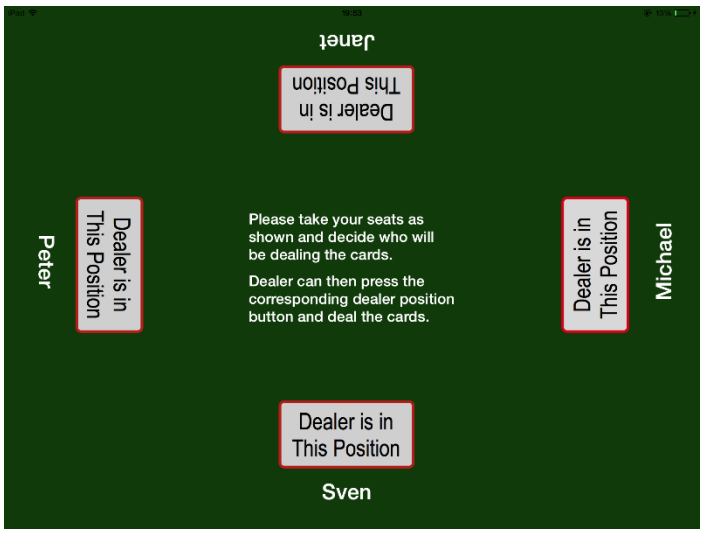
Once a partnership configuration has been selected, the app will move on to the Dealer position screen.

Selecting Dealer Position

The Dealer Position screen shows the names and the seating of the four players. The players will be able to see that they are playing in the selected partnership configuration and they will be able to choose the correct seating as indicated on screen.

It is important for correct scoring that the players adhere to the seating allocation shown on the Dealer Position screen.

Here is an example:


Janet
Dealer is in This Position
Peter
Dealer is in This Position
Please take your seats as shown and decide who will be dealing the cards.
Dealer can then press the corresponding dealer position button and deal the cards.
Dealer is in This Position
Michael
Dealer is in This Position
Sven

On this screen the position of the Dealer can be indicated by pressing the appropriate button; the first bidding screen will then be displayed in the appropriate orientation for that Dealer.

The First Bidding Screen – Made User-Friendly

Initially Dealer will be busy dealing the cards for the first deal. While that is taking place it is customary for the opposite player to be shuffling the cards for the next deal, and the player in the seat opposite the Dealer is therefore identified on screen as the "Shuffler". After shuffling the cards, the Shuffler will put the cards down on the right as indicated by an arrow pointing towards the small image of a pack of cards shown inside the bidding pad.

As you can see, the Bidding screen resembles a traditional-style bidding pad and there is also a user-friendly keypad on which to enter your bids (from 1♣ to 7NT). Press a number and then a suit symbol or the other way round. In addition to twelve buttons for the natural bids, the keypad also has three buttons for Pass (/), Double (X) and Redouble (XX). Initially the Double and Redouble buttons will be disabled. Please take care when pressing the buttons.

A valid bid will be displayed in the first available bidding space which will be flashing to make the player aware that a bid needs to be entered. If an invalid bid is entered it will not be displayed. As soon as a valid bid has been entered it will be displayed in the correct orientation for that player and control will then immediately pass to the next player in the clockwise direction and the appropriate bidding space will be flashing yellow.

Undoing the Last Bid

It may surprise you to discover that the MyBridgeBSP app is very forgiving, almost human. The previous bidder might suddenly say "Oops! I made a mistake. Can I change the bid I just made, please?" It's up to the other players whether or not they will allow this, but as long as the next player hasn't yet entered a bid it can be done. Pressing or tapping the "Undo Last" button passes control back to the previous player, who can then make another bid. Nice touch, eh?

Alerting

If you and your partner make use of a bidding convention which is specific to your partnership or is not generally known amongst the players you are playing with, it is common courtesy to press the "Alert" button before making the bid in question. This sets the "Alert" button flashing and the opposing partnership is then entitled to ask for an explanation of the bid in question, if they so wish. An example of a partnership-specific bidding convention where the "Alert" button should/could be used, would be if a partnership makes use of the Jacoby convention for 1NT responses which the opposition may not know about. Once control has passed to the next bidder the "Alert" button can be turned off by any player pressing it again.

Showing the Score Sheet

Any time during the bidding a player may wish to take a look at the current scores. This can be done at any point in time on any of the bidding screens by pressing or tapping the "Show Scores" button. To dismiss the score sheet and return to the previous screen press or tap the "Hide Scores" button.

The Bidding Process

As the bidding progresses, beginning with the Dealer, each new bid is shown on the bidding pad in chronological order. The orientation of the bidding pad remains the same during the entire bidding cycle, whereas the keypad changes orientation to make it as easy as possible for the players to deliver their bids.

Here is an example of the bidding screen at the end of the first round of bidding:

In this example, beginning with the Dealer, each of the four players have used their keypad once to deliver a bid. Three natural bids have been delivered and the fourth player Passed.

Bidding will now continue in the clock-wise direction until three players in succession decide to Pass. When the third successive Pass has been delivered, a contract will have been declared and the playing of the cards can begin.

The Contract Declaration Screen – Made User-Friendly

Once the bidding is over, the app displays the Contract Declaration screen orientated towards the Declarer. The Contract Declaration screen contains a few user-friendly indicators to make things absolutely clear to everyone.

Here is an example of declaring a contract of 4♥ after three consecutive Passes have been delivered:

To make it easy for everyone to see, the contract declared is displayed in a big image shown in the centre of the bidding pad.

On the right, just to make sure, the Declarer can see precisely what it takes to make that contract.

On the left, there is an indication of the position of the player who will play the first card to the first trick (the opening lead). Once the opening lead has been played, all cards on Dummy's hand will go down on the table for everybody to see.

While this screen is displayed any player can press the "Show Current Scores" button to see the current scores as they stand prior to this contract being scored.

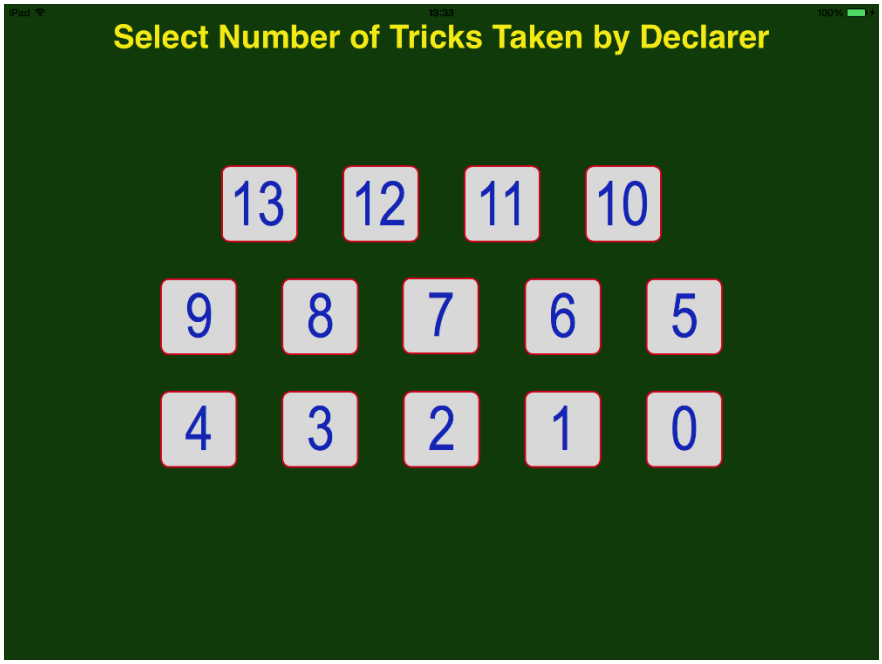
It is now up to the Declarer to work out a good strategy for winning this contract. The Defenders, on the other hand, will do their best to defeat the contract.

Notice that the "New Deal" button is disabled until all cards have been played and the scoring has been done.

The Scoring

After all tricks have been played it will be clear whether the Declarer won or lost the contract.

After pressing the "Scoring" button, the Declarer will be prompted to select the actual number of tricks taken.



On this screen Declarer will press a number button. For example, if 10 tricks were taken, Declarer will press the "10" button (not "1" followed by "0"). This causes the scoring to be done and the updated score sheet to be shown for inspection. If Declarer made a mistake and pressed the wrong number button, the "Hide Scores"button can be pressed and then the "Scoring" button for a correction to be entered.

In some situations a small popup panel will appear, for example if the deal just scored made the winning partnership vulnerable. These popups are for information only and they are easily dismissed by pressing the "OK" button.

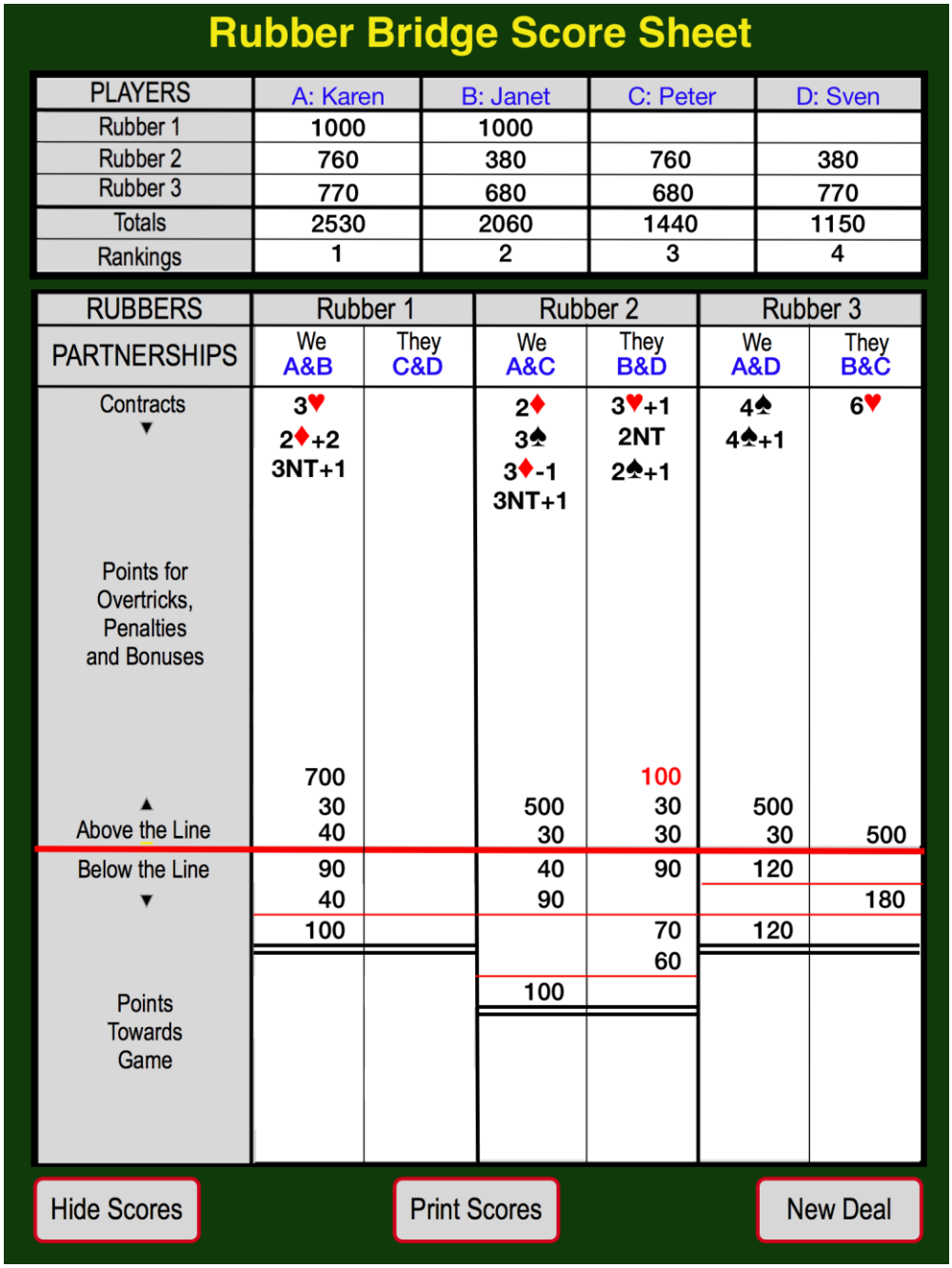
The Score Sheet

The score sheet resembles a traditional style score sheet, except it shows the player names at the top and keeps track of scoring for up to three rubbers.

As play progresses, the following is automatically shown on the score sheet:

- Each contract is indicated in the appropriate column.
- Overtricks or Undertricks are indicated (positive or negative).
- Vulnerability is indicated by a thin red line.
- The conclusion of a rubber is indicated by a double black line.
- Bonuses are automatically applied as appropriate.
- Penalties are automatically applied as appropriate and listed in red.
- The total scores for each player are summarised at the top.
- The four players are ranked individually according to the scores earned.

Here is an example of a score sheet after three rubbers have been bid, played and scored:



Rubber Bridge Score Sheet

PLAYERS	A: Karen	B: Janet	C: Peter	D: Sven
Rubber 1	1000	1000		
Rubber 2	760	380	760	380
Rubber 3	770	680	680	770
Totals	2530	2060	1440	1150
Rankings	1	2	3	4

RUBBERS	Rubber 1		Rubber 2		Rubber 3	
PARTNERSHIPS	We A&B	They C&D	We A&C	They B&D	We A&D	They B&C
Contracts ▼	3♥ 2♦+2 3NT+1		2♦ 3♠ 3♦-1 3NT+1	3♥+1 2NT 2♠+1	4♠ 4♠+1	6♥
Points for Overtricks, Penalties and Bonuses						
▲ Above the Line	700 30 40		 500 30	100 30 30	 500 30	 500
Below the Line ▼	90 40		40 90	90	120	 180
	100			70 60	120	
Points Towards Game			100			

Hide Scores Print Scores New Deal

Here you can see all contracts played by the four players in the selected or preferred partnership configurations for each rubber. You can see all point scores above the line as well as all point scores under the line. In some of the contracts you can see that overtricks were made, one 3♦ contract didn't quite make it (1 undertrick cost Declarer 100 points as listed in red above the line). Also listed are bonus points for winning games and rubbers. At the top you can see the total scores and the individual final rankings for each of the four players. In this example of three completed rubbers Karen was the clear winner.

At the bottom of the score sheet there are three buttons to choose from. The score sheet can be dismissed by pressing the "Hide Scores" button. Alternatively, pressing the "New Deal" button sets up bidding for the next deal. When the "New Deal" button is pressed, the bidding pad and the on-screen keypad will be displayed orientated towards the next Dealer and a new game can be bid, played and scored. If your iPad has been set up for printing on an AirPrint-enabled printer, you might find the "Print Scores" button useful.

I hope you like the MyBridgeBSP app.

I would welcome any suggestions for improvements. Only that way can I make it better. If you have any comments on the app or on this documentation, please send me an email addressed to sven@eriksen.com.au

For more information you might like to visit www.mybridgetools.com.

Happy Bidding, Playing and Scoring!

Sven Eriksen

Appendix A. Recommendations about iPad Setup for My Bridge Apps

Using an iPad placed in the middle of a Bridge table might work better if you spend a few minutes to set it up for this particular scenario. For example, it is not terribly convenient if the iPad keeps on turning itself off in the middle of bidding or scoring. Ideally it should last for as long as it takes to play three rubbers.

If you can afford it, it might even be a good idea to have an ipad dedicated to playing Bridge. That way you can set it up so it's always ready. Alternatively, if you are happy to change a few iPad settings for the duration of playing Bridge, it might be a good idea to record your current settings before you change them so you can restore them later.

Here are a few items to consider:

- The iPad will only work for an extended period of time on battery power if it has a reasonable charge at the beginning. Ideally it should show "90%" charged (or more) in the top right corner. You can, of course, plug in a charger, but this is a bit awkward in the middle of the Bridge table.
- If you have implemented a Passcode on your iPad it will lock itself after a certain period of time as per your preferred setting. To avoid having to enter your passcode while playing Bridge you may wish to change your Auto-Lock setting via Settings > General > Auto-Lock > Never. If you do this, remember to reset this setting for normal use.
- The iPad does use more battery power if you have the screen set to maximum Brightness, but it is important for all players to be able to see quite clearly what's on the screen, so this is perhaps one setting you may not wish to alter.
- Some of the My Bridge apps can take advantage of access to the Internet via your wireless home network. Set this up via Settings > Wi-Fi > ON and select your network to provide the service. If you are using the iPad in somebody else's home, you will need their permission and their network security key to log in.
- Other Settings recommended for optimal use of My Bridge apps are as follows:
  - Settings > Airplane Mode > ON
  - Settings > Location Services > Location Services > OFF
  - Settings > General > Usage > Battery Percentage > ON
  - Settings > General > Restrictions > OFF
  - Settings > General > Use Side Switch to > MUTE (rather than Lock Rotation)
  - Settings > Mail, Contacts, Calendars > Fetch New Data > Push > OFF

  Again, if you do this, remember to reset these settings for normal use.
- Should you discover a problem on a particular screen while using a My Bridge app I would be most grateful if you could send me a screen capture demonstrating the problem.

  In case you have never done this before, here is how you do it:
  - Bring up the screen on which there is a problem
  - Hold down the Home button and press the Power button on the side of the iPad
  - You will see the screen flash by and a new image will have been added to your Photos
  - Terminate the app by pressing the Home button
  - Press the Photos icon on the Home screen and confirm that the screenshot was added
  - Create a new email message and attach the screenshot to the email
  - Add a few words of explanation
  - Address the email to sven@eriksen.com.au and send it from your iPad.